b. Karate Champ player vs player

SOLDER SIDE	PIN NUMBERS		COMPONENT SIDE	
2P CONTROL R DOWN	A	1	1P CONTROL R DOWN	*Green*
2P CONTROL R UP	B	2	1P CONTROL R UP	*Yellow*
2P CONTROL R LEFT	C	3	1P CONTROL R LEFT	*Orange*
2P CONTROL R RIGHT	D	4	1P CONTROL R RIGHT	*Red*
2P CONTROL L DOWN	E	5	1P CONTROL L DOWN	*Gray*
2P CONTROL L UP	F	6	1P CONTROL L UP	*Blue-dark*
2P CONTROL L LEFT	H	7	1P CONTROL L LEFT	*Purple*
2P CONTROL L RIGHT	J	8	1P CONTROL L RIGHT	*Blu-Light*
	K	9		
	L	10		
2P START SWITCH	M	11	1P START SWITCH	
COIN SWITCH 2	N	12	COIN SWITCH 1	
COIN COUNTER 2	P	13	COIN COUNTER 1	
VIDEO BLUE	R	14	VIDEO GREEN	
VIDEO SYNC	S	15	VIDEO RED	
	T	16		
SPEAKER (-)	U	17	SPEAKER (+)	
- 5 VOLTS	V	18	+ 12 VOLTS	
+ 5 VOLTS	W	19	+ 5 VOLTS	
+ 5 VOLTS	X	20	+ 5 VOLTS	
GROUND	Y	21	GROUND	
GROUND	Z	22	GROUND	

HARNESS CONNECTOR PIN-OUT
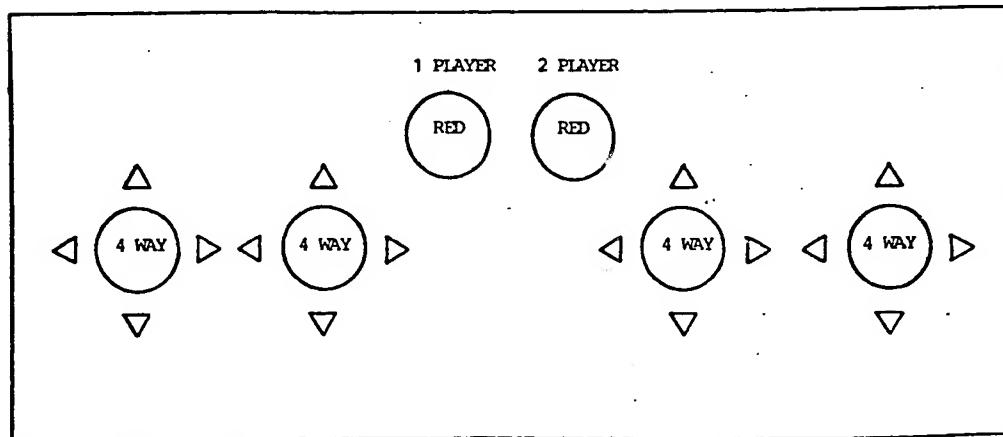
CONTROL PANEL LAYOUT

b. Karate Champ player vs player (continued)

OPTION TABLE

DIPSWITCH 1			1	2	3	4	5	6	7	8
COIN 1	1 COIN = 1 CREDIT:		OFF	OFF						
	1 COIN = 2 CREDIT:		ON	OFF						
	2 COIN = 1 CREDIT		OFF	ON						
	3 COIN = 1 CREDIT:		ON	ON						
COIN 2	1 COIN = 1 CREDIT:				OFF	OFF				
	1 COIN = 2 CREDIT:				ON	OFF				
	2 COIN = 1 CREDIT:				OFF	ON				
	3 COIN = 1 CREDIT:				ON	ON				
DIFFICULTY LEVEL	EASY:						OFF	OFF		
	MEDIUM:						ON	OFF		
	HARD:						OFF	ON		
	VERY HARD:						ON	ON		
ATTRACT MODE SOUND	YES:								OFF	
	NO:								ON	
GAME MODE	NORMAL:									OFF
	FREE PLAY:									ON

OPTION TABLE

DIPSWITCH 1			1	2	3	4	5	6	7	8
COIN 1	1 COIN = 1 CREDIT:		OFF	OFF						
	1 COIN = 2 CREDIT:		ON	OFF						
	2 COIN = 1 CREDIT		OFF	ON						
	3 COIN = 1 CREDIT:		ON	ON						
COIN 2	1 COIN = 1 CREDIT:				OFF	OFF				
	1 COIN = 2 CREDIT:				ON	OFF				
	2 COIN = 1 CREDIT:				OFF	ON				
	3 COIN = 1 CREDIT:				ON	ON				
DIFFICULTY LEVEL	EASY:						OFF	OFF		
	MEDIUM:						ON	OFF		
	HARD:						OFF	ON		
	VERY HARD:						ON	ON		
ATTRACT MODE SOUND	YES:								OFF	
	NO:								ON	
GAME MODE	NORMAL:									OFF
	FREE PLAY:									ON